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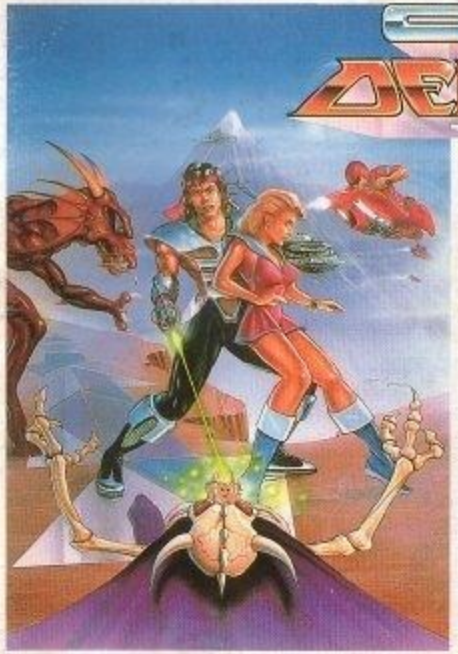
CLASH AT DEMONHEAD™



VIC TOKAI™

THIS GAME IS
LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM®

Thank you for selecting the fun-filled "Clash at Demonhead" game pak by VIC TOKAI, INC.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value.
Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

1 STORY

In the year 199X, a secret command, Saber Tiger, is engaged in a savage war with the Demon's Batallion. The Saber Tiger's youngest leader, "Bang", played a very large role in the fight to the admiration of his fellow commanders. After the completion of one campaign, Bang and his girlfriend, Mary, are enjoying a longawaited vacation at the beach. Suddenly, they receive an urgent communication from head quarters. It reads "EMERGENCY CODE NO. 2568623. The inventor of the Doomsday Bomb, Professor Plum, is being held by the enemy, atop Demon's Head Mountain, and it appears that the world is doomed unless Earth surrenders. If the bomb explodes, the Earth will be a dead planet. A

mass attack on Demon Head is impossible for the enemy vows to detonate the bomb on sight. Our colleague, Joe, has failed to return from a reconnaisance mission. Bang, only you can rescue Professor plum and save the planet. Now, you've got to get to Demon's Head Mountain at once!"

In the ruins on Demon Head, there dwells a fearsome demon that has terrified generations of people. Bang, and Bang alone, must set out on a daredevil mission to these unknown lands and seek to rescue Plum and deactivate the Doomsday Bomb.

As Bang sets off on his perilous journey to destroy the Demon's Batallion, Mary must remain behind deeply concerned for his life.

2 SELECTING START/CONTINUE

1. Start

Select "Attack" on the title screen, and push the Start button. After starting the game, pushing the Select button changes the item screen, and pushing the start button changes the current route screen. Pushing the same button again will return you to the original screen.

2. Continue

Pushing the Start button when the "Game Over" screen comes up, will take you to the title screen. Here the option "Continue" will apear on the menu. Pushing the Start button again will allow you to continue from the point you were at in the Current Route Screen.

3. Password

To complete the game it is essential that you get a password. Go to the Item screen, and select Micro-recorder. When you see the password, write it down so you will not forget it. When you return to the Title screen, select "Password" and enter the password. In this way, you can continue with the game. You can use the Micro-recorder only once; it must be purchased at the Super Shop.

3 OBJECTIVE

On Demon Head, your enemies and the monstrous inhabitants of the mountain will, of course, be trying to destroy you. Your objective to : locate the seven enemy leaders, their fortresses, and the enemy camp, rescue Professor Plum and deactivate the bomb before it explodes. Deep in the interior of the mountain there awakes a new enemy ! **Clash At Demon Head** contains a main story and two sub-stories, so two different endings await the player.

4 CONTROL

The player will find that game revolves around seven types of action. They are:

- Walking Control

- Jumping

A-button

If your timing is right, you can skip across the surface of the water.

- Squatting Control

- Duck Walking Control

- Climbing Walls

Control pad

Touch the wall and move the controller. You can jump and grab onto the wall.

- Flying

A-button + Control pad

To use the Jet Pack, hold down the A-button while using the direction controller. This will propel you through the air.

- Swimming

Control pad

Depending on your location, diving may be possible. You will have to try to find out.

5 SCREENS

1. Action Screen

This screen will scroll both vertically and horizontally. If you should meet a character who has information to give you, the Talk Screen will appear.

MAX level on indicator is 10

A-button : Jump
B-button : Fire weapon
POWER : Player's Life
AMMO : Indicates ammunition available for special weapons.
Indicators : Shows which special gear is available and how long they can be used.

Hyper Boots

Speed, power increased

Aqua Lung

Speed up possible without a decrease in power

Jet Pack

You can fly.

Super Suit

Decrease power consumption, climb ice walls, swim in lava.

Note : These special suits must be selected for use at the Item Screen.

2. Selecting Items

When you wish to confirm the status of items in use, first press the Select button to go to the Item Screen. Next, select an appropriate item from the Item Screen, then return to the Action Screen and push the Select button once again.

Control pad : Select one of the items.

A-button : Push to activate selected item.

Select button : Returns you to action screen.

FORCE
Indicates the force available for Hermit's special powers

$
Money available

GOLD
Amount of Gold. This can be exchanged for money at the "Gold Casino"

3. Selecting the Route Screen (Route Map)

When you reach a junction in the road, you will automatically see the Route Screen pop up. When you wish to confirm the current route, push the Start button to change from the Action Screen to the Route Screen.

A-button : Use to make decision

B-button : Use to select

Note : You can select the next route to take after examining the blown up portion of the map which represents your present location.

4. Super Shop Screen

When using "Shop Call" on the Item Screen, SHOP will trickle down the screen. When you touch this sign, the Super Shop Screen will pop up. There are some places where you cannot use the Shop Call. For example, you will be unable to use it in an enemy fortress.

Control pad : Select from item list
A-button : Get item
B-button : Item description

If you wish to confirm the items you have, push the Select button to examine the Item Screen. Pushing the Select button once again will return you to the Shop Screen.

5. The Hermit's FORCE

After rescuing the hermit, you can select the hermit option on the Item Screen to have the Hermit Screen appear. According to the current FORCE you have, up to 5 different powers can be used.

6. Gambling for Gold (Susie's Exchange Shop)

The gold that has been accumulated can be exchanged for money. There is only one "Gold Casino" on the map.

6 ITEMS

POWER HEART

Power up 1.

Hermit Apple

FORCE up 1.

Money

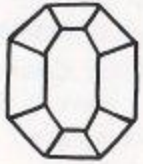
Goes up.

GOLD

Royal Medallion

Apollo's Sword

Magic Stone



?

secret character

• Weapons & Armor

Crystal Armor

Rolling star

Boomerang Gun

Power ball

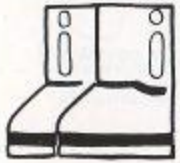
Will rise up or roll down

Big Shot

Fire on 3 different planes

• Suits

Hyper Boots



Jet Pack

Aqua Lung

Super Suit

• Items

Shop Call

This shop sign will appear.

Ultra-Food

Power up.

Dyna Punch

FORCE up.

Micro-recorder

Input password

7 CHARACTERS

Professor Plum

Inventor of the DoomsDay Bomb

Commander Winestuff

The top commander of Saber Tiger

Mary

Bang's girlfriend ; a prisoner ?

Demon's Batallion

Monsters of Demon Head

8 SECRET TECHNIQUES

1. After getting your shooting stuff down, at route one wait for the first missile to be fired at you. Time it just right, squat, and fire at the missile for results.

2. There are some key characters bearing vital information that you meet along the way.

Route 1	Route 3	Route 17
Guycot	Michael	Faysha

3. Keep a record of route numbers!
   Underground, you will not know which route you are under, so you must take notes as you go along.

4. At the TALK screen you will receive information only once, so copy it down or lose it!

5. Even though you may be out of "Shop Calls" (from the Item Screen), you can still get more shop calls by going to route 5. Note that you will not be able to find a shop call inside a building.

6. On route 14 and route 22 you will get a message from your ally.

7. Keep in mind that the valley on route 13 descends only one way.

8. You will find that even if you get to Guycot desert fortress, you cannot meet him unless you have met with Michael beforehand.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and used radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no quarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures :

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES intn a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technlcian for additional suggestions. The user may find the following bnnklet prepared by the Federal Communication Commission helpful :

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

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VIC TOKAI INC. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to VIC TOKAI INC. along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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